



Worksheet 4 Assembly language

Task 1

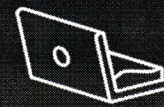
The instruction set for the Little Man Computer (LMC) is shown in the Table below.

Mnemonic code	Instruction	Numeric code	Description
ADD	ADD	1xx	Add the contents of the memory address to the Accumulator
SUB	SUBTRACT	2xx	Subtract the contents of the memory address from the Accumulator
STA	STORE	3xx	Store the value in the Accumulator in the memory address given.
LDA	LOAD	5xx	Load the Accumulator with the contents of the memory address given
BRA	BRANCH (unconditional)	6xx	Branch - use the address given as the address of the next instruction
BRZ	BRANCH IF ZERO (conditional)	7xx	Branch to the address given if the Accumulator is zero
BRP	BRANCH IF POSITIVE (conditional)	8xx	Branch to the address given if the Accumulator is zero or positive
INP	INPUT	901	Input into the accumulator
OUT	OUTPUT	902	Output contents of accumulator
HLT	Halt	0	Stops the execution of the program.
DAT	DATA		Used to indicate a location that contains data.

1. The assembly language program below is written using the LMC instruction set.

```
INP
STA x
INP
STA y
INP
ADD x
SUB y
OUT
x DAT
y DAT
```

State what the output is when the user inputs 5, 7 and 13



2. The assembly language program below is written using the LMC instruction set.

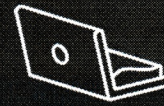
```

      INP      input n=1 to the accumulator
      STA n    store value in n
      INP      input 6 to accumulator
      STA x    store in x
      STA z    store in z
      INP      input 4 to the accumulator
      SUB n    subtract 1 leaving 3 in accumulator
      SUB n    subtract 1 leaving 2 in accumulator
      STA y    store 2 in y
loop  LDA x    load x into accumulator
      ADD z    add 6 to accumulator
      STA x    store in x
      LDA y    load y
      SUB n    subtract n
      STA y    store in y
      BRP loop branch if accumulator is positive or zero to loop
      LDA x    load x
      OUT      output contents of accumulator
n     DAT
x     DAT
y     DAT
z     DAT
      HLT
  
```

(a) State what the output is when the user inputs 1, 6, 4.

Use the trace table below to help you.

acc	n	x	z	y
1	1			
6		6	6	



- (b) State the purpose of the program.
3. Write an assembly code program to input two numbers x and y and output the maximum.

Extension Task

Run all the programs in Task 1 on the LMC computer at <http://peterhigginson.co.uk/LMC/>

